

# TIFFANY STAR

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TIFFANY STAR is a bi-monthly amateur periodical published in support of the History of the Imperium Working Group (HIWG). The activities of HIWG are devoted to the development of the setting for Game Designers' Workshop's (GDW) science fiction role playing game of the far future, TRAVELLER. TRAVELLER is the registered trademark of GDW and is used with permission only. Portions of this periodical are derived from other TRAVELLER materials published by GDW or Digest Group Publications and are the copyright of the

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Articles and illustrations are welcome and encouraged. Send mail to Mike Mikesch, TIFFANY STAR, 3124 75th Ave #3, Landover MD 20785.

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## WHAT IN THE STARS by Mike Mikesch

Thank you to Joe Fugate for the magnificent HIWG ads in Travellers' Digest.

Product news: Flashback and Second Survey are cancelled in favor of Rebellion related adventures. Deneb Sourcebook is pending, and will probably be released as a DGP product. Grand Explorations is now a book of exploration adventures cum source material. The next GDW release for Megatraveller will probably be Knightfall, the first of a related series of Rebellion adventure books in the tradition of The Traveller Adventure and Sky Raiders trilogy.

*Knightfall - Rebellion Anthology Volume 1*  
While conducting some routine trade in Massilia sector, the world you are on is suddenly overran by Lucan's forces in a surprise assault from orbit. Now prisoners of war with your starship confiscated, you must escape the grip of Lucan's forces and track down your missing starship. During your search for your lost ship, you stumble upon an amazing discovery that could put an end to this cursed rebellion once and for all ...

Incidentally, wardship of Traveller has been quietly moving from GDW to the hands of DGP. It's still Marc Miller's game, and GDW owns it. But the de facto authority any more is DGP. Marc's confidence in DGP is such that he really doesn't have to review anything that's gone to Boise first. So, most of the dialogue these days, between HIWG and the designers, is with Joe Fugate instead of Marc.

Chances are good James Holden will become a contributing editor to Digest for a new column. Source information for each sector will likely be expanded to include a discussion of Rebellion involvements in that area. This will open opportunities for adoption of HIWG literature into official press.

James also suggested an excellent reference to those working on the Massilia Project. White Dwarf #89 "Friends in High Places" and #96 "Scenes From Courtly Life," both writing by Simon Nicholson, involves excellent material regarding interplay among nobles and noble houses applicable enough for Traveller.

The adventure in Challenge #38, "Courier," went to press before it could benefit from Phil Athans' work in these pages. However, "The Invasion of Corridor" remains a very useful document.

If you can get onto the 8Enie computer net, do it. Marc and Joe are actively involved in the rich bulletin board discussions. DGP has announced plans for a series of on-line adventure playtests. Sector data and pre-publication material is up in the RP library for review. Get involved in product development. And you can send electronic mail direct to many HIWGs, including ED EDWARDS!



# CHAIRSOPHONT

Dear Fellow TRAVELLER:

Two new influences will greatly enhance the future of HING: GENie and the release of SECOND SURVEY (SS) data.

## GENie

GENie is the Bulletin Board Service (BBS) of General Electric. There are now about 150,000 members of GENie, so it is not a trivial BBS likely to fold soon. Some 15% of HINGers are already members of GENie. Each HINGer might consider whether or not they can or should join GENie. About half the HINGers probably could enhance their HINGing if they joined.

The following groups cannot join GENie profitably:

- (a) those with no computer
- (b) U.K. HINGers;
- (c) APO/FPO HINGers (it is hard to run a line out to a ship at sea)
- (d) rural area HINGers (long-distance phoning is required, making connection with GENie expensive.)

Except for the most wealthy HINGers, one needs to consider the cost. By the way, no member of HING profits from recruiting new members to GENie. It is a worthwhile service that HINGers can enjoy.

The cost of a Modem, or other equipment to enable your computer to hook up to GENie and the software to drive the connection should be taken into account. Costs vary so much between types of computer, I really cannot help you here. Mine probably represents the low end: \$30.

There is a one-time, initial \$30.00 charge to hook-up to GENie. This includes two hours of hook-up and a couple of how to use GENie manuals.

GENie costs \$18.00 per hour hook-up during prime time (8AM-6PM local time on week-days). During non-prime time the cost for one-hour hook-up depends on your modem:

Baud	Cost
300	\$5.00
1200	\$6.00
2400	\$10.00

If you use mostly mail services, the high speed modems give you an advantage. If you like to chat live, the low speed modems give you an advantage. I presume the higher speed modems cost more.

GENie may also charge a premium at some phone numbers for the higher speed modems. This varies from area to area.

There seem to be four usable features of GENie that are useful for HINGers:

1. E-mail, or electronic mail: this works much like normal mail: except the letter is immediately available to the receiver. It costs more than normal mail if sent to one party. However, HING has multiple lines of communication. Rarely is anything said in HING that is not useful to several recipients. It is almost as easy to send a letter to six addresses as it is to one; and the cost is the same! For multiple addresses (say a letter to everyone working in the Sylea Domain) GENie E-mail is less expensive than regular mail.

2. BullBoard (short for bulletin board): These are places where people post messages for all to read. Currently there several such places devoted to TRAVELLER, MEGATRAVELLER, and HING interests. This is a good way to say something to everybody, at a reasonable price.

3. Confab (Also called live-wire conferences): again, this is my title where Confab is an informal term for an informal conversation or chat. I'll try to have a monthly HING confab on a different subject each month. The first one, on 4 May was on the subject: The Vargr Invasion of Corridor. While these meetings do not produce a goodly amount of information, it was good to talk to six other parties interested in the subject.

4) Data/Program Transfer: I have yet to enjoy this. But it is possible to upload and download both data and programs. Joe Fugate of DGP is currently placing sector blocks of SS Data where it can be retrieved by any GENie member. There are also BBSs available for each type of computer where one can get additional programs for their computer or help with problems specific to that type computer.

## ATLAS Companion Data

The Universal Planetary Profiles (UPPs) that were originally developed as companion data for ATLAS OF THE IMPERIUM (GDW) and which are being worked for future release with SECOND SURVEY (SS) will be shortly available for the use of each HING Sector Analyst. Distribution of these data began about the first of May. It may be the end of June before each HING Sector Analyst receives his/her data - but it is coming!

This data will unleash HINGian creative data. It was a constraint to creating structure within a sector knowing that SS might erase what ever was created. Now the creative power of the Sector Analysts can be released.

Some of the things HING Sector Analysts who have data (some Sector stats have appeared in various locations in past TRAVELLER literature) have done are in the following list. This list is not exhaustive.

1) Create Duchies (generally sub-sectors), the Duchy capitals, the numbered fleet HQ site and create Dukes/Duchesses and Admiral characters who hold these posts.

2) Create Counties (4 to 14, usually 6 or 7 per sub-sector/Duchy), County seats, and Counts/Countesses.

3) Work with Faction analysts to determine the "side" of each created member of Royalty. Remember a noble may wish to support one faction, but may be compelled to support another.

4) Check the outline map: "Droyne Worlds in Charted Space" for Droyne/Chirper planets and assign specific locations.

5) Determine Sector and/or subsector HQs for the MegaCorporations. Determine the impact of Vland's recall of it's three MegaCorporations. Devise any significant non-megacorporations which have a major influence in your sector, or several of your subsectors.

6) Recall that the SS data is as of about 1060, but data is needed for 1116. The size of the planet, it's hydrographic percentage, and atmosphere should not change markedly in 56 years (atmosphere might change one number, if heavy pollutants are being discharged or if a terraforming project is underway). The population could change upward, if the planet was underpopulated to start with (this is probably a rare case). The government type and law level could change during this time (but should probably be limited to 1/3 of the places). The Tech Level should increase slightly: 1 level for 90% of the places, 2 levels for 30% of the places, 3 levels in rare (i.e. explain why it happened) cases. Because of the expense involved, few places will have increased their type starport (limit this to 10%). In any case, updating Universal Planetary Profiles [UPPs] (or is that UWP- Universal World Profile in MEGATRAVELLER?) to 1116 is a worthy project for Sector Analysts.

7) Not included in the data is the modifiers to the UWP: the units of population, the number of gas giants, etc. You will have to invent this (unless all ready published). For example, I'm interested in the planet Ed in Gushemege sector, a water world with tens of Billions in population. Is that 10 Billion or 90 Billion? I'll have to decide. For the larger worlds in a Sector the population must not exceed that listed in the Sector summary of TD10 (or was that in TD11?).

-Ed Edwards,  
HING Chairsofphont

## HING Till You're Happy!

New HING Pubs (order for 10 US cents per page from Ed Edwards, or 8 pence per page from David Lai)

order	Author/ ### pe Editor	Title
0003	4 Bush	How to HING '89
0023	2 Edwards	Vland Domain Status
0024	1 Edwards	Ilelish Domain Status
0026	1 Edwards	Sylea Domain Status
0530	15 Bush	HING Members' Directory (HMD) (new indexed version)
3301	6 Law-Green	First Thoughts on Dagudashaag Rev 1.1
3304	1 Law-Green	Karyn, Duchess of Medurma
3305	8 Law-Green	Contact: the S'mrii (hexapodal reptiles of Dagudashaag A)
3306	4 Law-Green	Neurotech and the Lancian Culture
3501	4 Bush	AAS Proceedings, Vol 1 (Vland Domain fanzine)

032.01	3 Law-Green	"Cold" Nuclear Fusion
032.02	2 Law-Green	Oh No, Not Again! (subtitle: Too Many Analysts Spoil the Broth)
057.02	6 Athans	The Invasion of Corridor

T-TECH-Index 2 Athans  
T-TECH-03 18 Athans

New Analysts:  
Core Sector: Feters  
Verge Sector: Eckert  
Dulnor Faction: Weimar

0101	0102	0103	0104	0105	0106	0107	0108	0109	0110	0111	0112	0113	0114	0115	0116	0117	0118	0119	0120	0121	0122	0123	0124	0125	0126	0127	0128	0129	0130	0131	0132	0133	0134	0135	0136	0137	0138	0139	0140	0141	0142	0143	0144	0145	0146	0147	0148	0149	0150	0151	0152	0153	0154	0155	0156	0157	0158	0159	0160	0161	0162	0163	0164	0165	0166	0167	0168	0169	0170	0171	0172	0173	0174	0175	0176	0177	0178	0179	0180	0181	0182	0183	0184	0185	0186	0187	0188	0189	0190	0191	0192	0193	0194	0195	0196	0197	0198	0199	0200	0201	0202	0203	0204	0205	0206	0207	0208	0209	0210	0211	0212	0213	0214	0215	0216	0217	0218	0219	0220	0221																																																																																																				
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0401	0402	0403	0404	0405	0406	0407	0408	0409	0410	0411	0412	0413	0414	0415	0416	0417	0418	0419	0420	0421	0422	0423	0424	0425	0426	0427	0428	0429	0430	0431	0432	0433	0434	0435	0436	0437	0438	0439	0440	0441	0442	0443	0444	0445	0446	0447	0448	0449	0450	0451	0452	0453	0454	0455	0456	0457	0458	0459	0460	0461	0462	0463	0464	0465	0466	0467	0468	0469	0470	0471	0472	0473	0474	0475	0476	0477	0478	0479	0480	0481	0482	0483	0484	0485	0486	0487	0488	0489	0490	0491	0492	0493	0494	0495	0496	0497	0498	0499	0500	0501	0502	0503	0504	0505	0506	0507	0508	0509	0510	0511	0512	0513	0514	0515	0516	0517	0518	0519	0520	0521	0522	0523	0524	0525	0526	0527	0528	0529	0530	0531	0532	0533	0534	0535	0536	0537	0538	0539	0540	0541	0542	0543	0544	0545	0546	0547	0548	0549	0550	0551	0552	0553	0554	0555	0556	0557	0558	0559	0560	0561	0562	0563	0564	0565	0566	0567	0568	0569	0570	0571	0572	0573	0574	0575	0576	0577	0578	0579	0580	0581	0582	0583	0584	0585	0586	0587	0588	0589	0590	0591	0592	0593	0594	0595	0596	0597	0598	0599	0600	0601	0602	0603	0604	0605	0606	0607	0608	0609	0610	0611	0612	0613	0614	0615	0616	0617	0618	0619	0620	0621
0601	0602	0603	0604	0605	0606	0607	0608	0609	0610	0611	0612	0613	0614	0615	0616	0617	0618	0619	0620	0621	0622	0623	0624	0625	0626	0627	0628	0629	0630	0631	0632	0633	0634	0635	0636	0637	0638	0639	0640	0641	0642	0643	0644	0645	0646	0647	0648	0649	0650	0651	0652	0653	0654	0655	0656	0657	0658	0659	0660	0661	0662	0663	0664	0665	0666	0667	0668	0669	0670	0671	0672	0673	0674	0675	0676	0677	0678	0679	0680	0681	0682	0683	0684	0685	0686	0687	0688	0689	0690	0691	0692	0693	0694	0695	0696	0697	0698	0699	0700	0701	0702	0703	0704	0705	0706	0707	0708	0709	0710	0711	0712	0713	0714	0715	0716	0717	0718	0719	0720	0721	0722	0723	0724	0725	0726	0727	0728	0729	0730	0731	0732	0733	0734	0735	0736	0737	0738	0739	0740	0741	0742	0743	0744	0745	0746	0747	0748	0749	0750	0751	0752	0753	0754	0755	0756	0757	0758	0759	0760	0761	0762	0763	0764	0765	0766	0767	0768	0769	0770	0771	0772	0773	0774	0775	0776	0777	0778	0779	0780	0781	0782	0783	0784	0785	0786	0787	0788	0789	0790	0791	0792	0793	0794	0795	0796	0797	0798	0799	0800	0801	0802	0803	0804	0805	0806	0807	0808	0809	0810	0811	0812	0813	0814	0815	0816	0817	0818	0819	0820	0821

## VARGR CENTER

Dispatch 857.82

Philip Athans, Vargr Center Analyst

## THE INVASION OF CORRIDOR

Below is a timeline for the invasion of the Corridor Sector by forces from Provence. Also included is a map accurate as of 345-1128.

In this timeline, worlds of the Corridor Sector are identified by their hex location only for clarity's sake.

## MAP KEY:

CA = Space controlled by the Corsair Alliance

CA = Areas of intense independent corsair activity. This zone is essentially an anarchic free-for-all of piracy, raiding, petty skirmishes, etc.

Ca-28 = Site of the Corsair-Ziru Sirks War.

■ = Obliterated world.

■ = Site of heavy warfare.

This should be fairly self-explanatory. I'll leave more for future dispatches. As always, your comments, suggestions, etc. are more than welcome. I'd like to see this turn into a Challenge or TB article eventually, and if we could work together towards a perfectly mutually agreeable scenario for the fall of Corridor - that would be great!

## TIMELINE: The Vargr Invasion of Corridor

132-1116 - 388-1128

1116

- 132: Strephon assassinated.  
251: Word of assassination reaches Depot/Corridor by Naval Courier.

- 333: Vg takes 1289 and 8988.  
334: Vh arrive at 2886. Vh-Vg battle for 2886 begins.  
337: Vh takes 2886.  
358: DA engages Corsairs at 8416.  
352: Vh driven off 2886.  
356: DA drives Corsairs off 8416.  
368: Vg engages Vh at 2188. Vg driven off.  
362: Vg takes 8512.  
365: DA turns full concentration to Deneb.

1118

- 818: Vg takes 1112.  
821: Vh takes 2188.  
838: Vh takes 2111.  
833: Vg-Vh war for 2282 begins.  
838: Corsair unit employed by Vg rebels at 2886.  
849: ex-Vg Corsairs take 2188.  
858: Vg attacks 2886.  
Full scale 3-way war in subsector C begins between Vg, ex-Vg Corsairs and Vh.  
862: Vh takes 2311.  
865: Vg takes 1711.  
879: Vg takes 1112.  
1811: 1888 obliterated.  
187: Vg attacks Depot from 1289 and 1711 simultaneously.  
138: Vg takes Depot.  
148: Vg takes 1515.

Sector settles into long-range war as rival Vargr governments and Corsair units fight over the spoils.

1119

- 827: Vh drops out of DA, opens second front on Vg.  
862: Several Corsair units join ex-Vg, form CA.  
888: CA takes 2111.  
188: CA begins to push coreward and spinward.  
128: New border disputes between Vh and Vg close second Vg front.  
213: Major Vh offensive from spinward begins. Vg put on defensive.  
388: Vh offensive stopped. Vh has taken 8718, 8712 and 1112.  
353: Vh driven back to 2886 by CA.

1128

- 881: Vt/Vh agree an safe boundary through subsectors A and E.

Throughout 1128 - Vh and CA squeeze Vg.

- 866: Major Corsair invasion into Vland.  
112: Corsairs pushed back into Corridor by Ziru Sirks.

- 349: Word of assassination reaches Depot/Corridor by X-boat.

1117

- 825: Word of assassination reaches Vargr Frontier at 1784.  
857: Vg takes 1482.  
875: Vg takes 1485.  
897: Vg takes 1484.  
898: Vg takes 1285.  
115: Vg takes 1487.  
118: Vg takes 1187.  
121: DA takes 8184.  
135: DA driven off 8184 by Corridor Fleet.  
147: Vg pushed back to 1485.  
158: Battle for Durina begins (1a vs. Vg).  
168: Vg claims all territory coreward of Imperial border.  
182: Vg/Vh clash at 2883, Vg driven out.  
183: DA re-takes 8184.  
288: Battle for Durina ends. Vg pushed back across border.  
221: Transfer order received at Depot.  
238: DA takes 8384.  
239: DA takes 8188 and 8285.  
242: Corridor Fleet assembles at Depot.  
251: DA takes 8386.  
253: DA takes 8286.  
255: Corridor Fleet crosses into Vland.  
263: Vg re-takes 1485.  
281: Vg re-takes 1486.  
285: DA takes 8484.  
287: DA takes 8387.  
288: Vh takes 2781.  
289: Vh takes 2481.  
292: Vh takes 2585.  
294: DA takes 8489.  
295: Vh takes 2284.  
297: Vg takes 1888.  
298: DA takes 8112.  
299: DA takes 8789.  
381: Vh takes 2286.  
384: Corsair raids on 8916.  
386: Corsair raids on 8816.  
387: Vg takes 1988.  
318: DA takes 8988.  
311: DA takes 8113.  
313: Vh takes 2188.  
314: Corsair raids on 2988.  
317: DA takes 8213.  
318: Vg takes 1189.  
319: Vg takes 2884.  
328: Corsair raids on 8437.  
323: DA takes 8218.  
328: Corsair raids on 8416.  
331: DA takes 8119.

Throughout remainder of 1128 - Ziru Sirks/Corsair wars in subsector D.

- 388: To boost morale, Vg renames Corridor: Llanannas Teerz (The Devoured Sector).

+ + +

KEY: Vg = Glory of Tearskorn (a militaristic Vargr government from Provence Sector. Heavily influenced by the Church of the Chosen Ones. "Birthplace" of Oskhos. Employs several Corsair units as mercenary forces.)

Vh = Irgh Manifest (a relatively large Vargr government from the rimward fringes of Provence. Hated enemy of the Glory of Tearskorn. Split by Vg into two sections. One to spinward and one to trailing. The two sections quickly took on their own goals and personalities - the spinward side joining with the Dzarrgh Federate in the Destiny Alliance, the trailing side, invading into Corridor independently.)

Vf = The Dzarrgh Federate (a powerful Vargr government from Provence and Tuglikh Sectors. Most concerned with fighting Morris in Deneb Sector. Joined with spinward section of Irgh Manifest to form anti-Morris Destiny Alliance.)

DA = Destiny Alliance (a hastily-constructed alliance between the spinward section of the Irgh Manifest (Vh) and the Dzarrgh Federate (Vf).)

CA = Corsair Alliance (formed when several independent corsair bands joined the Vg outlaws. Began fighting forces of both Vg and Vh for control of various areas 2886 - between Vg and Vh territory.)

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## TRILLION CREDIT SQUADRON:

### Campaign Rules for the Rebellion

By Charles Scott Kimball

Charles' latest project is a System Survey article for the Antares star system. Discussion of that among WINGers and GENie participants is intriguing. Progress on it was interrupted a bit by my request that he push this TCS article along. The information here may aid in developing the Massilia Project. It might also have some bearing on large scale interstellar war rules Tim Koors is looking into for DGP.

In this article, you will also find MegaTraveller rules for the dreaded A-PANS device (JTAS #20). I requested this in TSN4 originally in the context of a terror weapon Lucan might use. - MN

#### I. Revenue

Rather than force players to figure out the revenue coming from every world of the Imperium, I have calculated some rough figures on the amount of money available to each faction, using the population figures given for each sector in Digest #10. It is assumed here that every world is on a wartime budget by the end of 1117.

Faction	Funds in 1117	Maximum Annual Revenue, 1118-1125
Antares	3762	613
Aslan	201	151 (see note 2)
Assembly	120	12 (see note 3)
Daibei	4270	695
Dulnor	7660	1247
Gateway	3165	405
Julian Protectorate	10213	1021
Lucan	27511	4065
Margaret	2888	847
Norris	11233	777
Solomani Confederation	15708	4860
Rift Republic	82	8
Strephon	2516	410
Vargr	2740	(see note 4)
Vega	11065	324
Vland	4438	(see note 5)
Zhodani	6400	640

#### Notes on the above figures

1. The first number is the amount in trillions of credits (TCr) available to each faction in 1117; the second figure is the maximum available income for every year after that. At least half of the starships must be tech level 14 or less; this reflects what comes out of naval depots and reserve fleets. As for the yearly income, parts of it will be lost as a result of enemy conquests, sieges, and bombardments; the actual battles will determine how much is actually lost here. But in any case, don't expect an entire faction's fleet to appear in one battle — its enough of a job to manage a trillion credit squadron, let alone a quadrillion credit one! Furthermore, in this free-for-all situation most of the factions are fighting many enemies at once, which prevents them from concentrating everything they have in one place.

Once the revenue is collected from the taxpayers, it must be delivered to a shipyard before it can be used. This can be a problem when the world is besieged by pirates or unfriendly navies. To keep bookkeeping simple, assume that the taxes are delivered automatically unless a world is blockaded on the last day of any given year (e.g., 365-1117). All revenue is handled by electronic credit transfer, so there are no gold-laden "galleons" for pirates to plunder. If taxes

cannot be delivered, the money is usually wasted (pg. 8 of TCS) unless it can be spent in the planetary navy.

2. The Aslan figures are multiplied by the number of major clans participating in the Trojan Reach campaign (maximum of 23 — at least six of the big clans will stay out of it because they are more concerned with possible Solomani & Zhodani threats.) In addition, up to 95 TCr will be available each year after the Trojan Reach is conquered.

Many of the Aslan ships and troops will come from the main body of the Hierate. Since they have to be transported across the Great Rift, expect an additional 1-year delay before they arrive at the front.

3. The figures given for the Assembly should not be used as guidelines for the original fleet's size; they are based on the revenue of Khuur Lim, the client state supporting it in Ley subsector L. More will be available from Imperial worlds plundered.

4. The Vargr revenue initially comes from the Provence and Meshan sectors. Since the corsairs are not supported by one state like the Imperial factions, yearly revenue after 1117 will vary greatly, as Vargr states rise and fall, or simply choose to increase/decrease donations to the Vargr fleets. To simulate this, roll twice every years (once for Provence, once for Meshan), in the following manner to determine what funds become available:

(4D-4) \* TCr 13.7

Vargr fleets, like the Assembly, cannot collect revenue from captured Imperial worlds in the form of taxes. Instead, they plunder worlds, gaining 2D times the normal annual revenue a world produces. Once a world is sacked, however, planetside life will become so difficult that no further revenue for any faction can be given until it recovers in the post-1125 era.

5. Vland has for annual revenue a maximum of TCr 1512 per year for 1118 and 1119, and TCr 722 for each year after that. The extra TCr 1782 is the contribution of the three Vilani bureaux when they move their assets from other sectors to Vland. Most of the ships produced with this money will not be warships, but commercial transportation, with a few Q-ships, armored merchants, and surplus military vessels to escort the rest. This rule reflects the source of the bureaux funds ("The trouble with capital ships is that they tie up capital!").

#### II. Building Ships

In TSN1 is a table showing the number of ships available to most of the factions from year to year. Here we have statistics like "Dulnor has 2800 ships to start with" and "Antares has 100 ships left when the fighting ends." Before we go on from here we should determine just what defines a "ship." Is it any ship cruiser-sized or larger? Do destroyers and other small war ships count? What about armed non-starships like battle riders, monitors, and SDBs? And how many support ships are needed to keep a navy in top condition? From what I have read in "The Rebellion Sourcebook" and HING correspondence it appears that the best definition of the term "ship" is a fully armed naval vessel with a jump drive; consequently a battle-rider tender with battle-riders will count as one "ship" because only the mother ship has a jump drive. Thus the bulk of a faction's fleet does not appear on the table, since most of the escorts (armed ships that displace under 1000 tons), SDBs, monitors, fighters, support vehicles and maybe even the carriers don't fit the "ship" definition. Since the big ships cost hundreds of billions of credits and can take as long as 5 years to construct, some factions will choose to build only smaller ships when the Rebellion becomes a long-term war of attrition. That is probably the main reason why most of the battleships destroyed are not rebuilt again later, even

when a big shipyard in a safe location is available.

Every fleet needs a large number of support vehicles that you normally don't hear about to maintain itself: fleet couriers, tankers, troop transports, hospital ships for the wounded, and repair tenders to fix battle damage. It is recommended here that at least half of a fleet's tonnage be devoted to support vehicles. A fleet that is made up of nothing but battleships will burn itself out in only a few battles, so you are safe if you can avoid being the first target it gets mad at!

A large part of a faction's budget, sometimes as much as 50%, will go into planetary navies. To determine the size of a planetary navy without building every SDB, use the following table:

World Population Table	Number of System Defense Boats (SDBs)
6 or less	None
7	1
8	5-12 (1DB+4)
9	50-200 (3DB*10)
10	500-1000 ((1DB*100)+400)

The above figures are for frontier sectors like the Spinward Marches, where any Imperial world that can afford SDBs will have them. Worlds in other sectors may choose to do without a planetary navy, relying on the Imperium to defend them instead (See Craig Sheeley's article on open/closed planets in TS#1). Or some faction leaders (Lucan, for instance) may choose not to allow a world to be too heavily defended.

Under-populated worlds, or those with a tech level below 7, may be defended by small craft and other vehicles brought in by starships, or a squadron may simply be stations permanently in one system. Most worlds with a population level and a tech level of 5+ will have a Close Orbit and Airspace Control Command (COACC), whether or not a planetary navy is present; details on that, as well as on the local ground forces, have already been covered in "COACC" and "The Rebellion Sourcebook".

Taking all of the above factors into account, the typical Imperial faction's fleet will consist of the following:

Support Vehicle	25%
Warships, TL 15	12.5%
Warships, TL 12 to 14	12.5%
Planetary Navies and everything else	50%

Not all fleets, particularly alien ones, are constructed the same way. Use the special rules below for constructing the fleets of each faction (note that some of these may be superseded by Mike Jackson's "Flashback" module).

1. Antares & the Julian Protectorate: The alliance between these two states from 1117 to 1119 allowed their naval architects to share shipbuilding techniques. This allows Antares and the Julians to consider each other's shipyards as friendly for purposes of building/repairing ships (see page 38 of TCS). Unfortunately, the alliance does not last long enough for the Julians to build many TL 15 ships.

In the post-1125 era it may be possible for the League of Antares to use TL 17 ship components, if a diplomatic mission can open up interdicted Sabmiqys first.

2. Aslan: All Aslan starships should carry a "Shrine of Heroes" for purposes of meditation. This does not have to take up much space — usually a small stateroom per thousand tons displacement will do. Also note that Aslan seem to hate straight lines; in many pictures of Aslan vehicles I can't tell if they're coming or going! This, probably will not make a

different in designing ships, but keep it in mind when drawing their deck plans.

The personal attitude Aslan take towards conflict plus an eagerness to get involved in it should make the job of fighter pilot very desirable to them. I have not seen an Aslan fighter or carrier in any Traveller work, so I have designed an Aslan carrier and fighter, plus a fuel shuttle for refueling both. These will be made available through HING Pubs.

At first the Aslan will be limited to a maximum of TL 14, but after 1128 they will be able to build TL 15 ships in captured shipyards like those at Tobia (see the section on control of worlds and starports).

3. The Assembly & Dulinor: Over half of the Assembly's ships, and as many as 10% of Dulinor's, will have Suerrat crew members. Psychologically this minor human race is less disoriented by zero-G than most of us; consequently their ships may do without grav plates if maximum acceleration is 2Gs, and they will dispense with inertial compensators if the ship only does 1G. Since Suerrat prefer orbital colonies to setting foot on a planet's surface, their ships are usually unstreamlined (configuration 7-9), with small craft to handle the occasional planetside excursion they may have to take.

4. Lucan & Margaret: There are more than a few TL 16 worlds within their territories, so some of their ships (perhaps as many as 10%) will have TL 16 components. Margaret's fleets will have a very high percentage of support vehicles, thanks to the Curator Corps.

5. Solomani: Confederation warships are designed like Russian tanks — they have everything but comfort! Most Solomani crew members will use bunks and small staterooms to save space and money. All ships will carry marines & SolSec agents to insure loyalty.

As with the Aslan, after 1128 the Solomani will have captured and retooled enough Imperial shipyards to build TL 15 vessels of their own.

6. Vargr: Fleets constructed by Vargr tend to be composed of many little ships, rather than a few big ones. This is because it takes at least three years to construct a ship large enough to carry a spinal mount (page 33 of TCS), and it is asking a lot for a Vargr government to last that long; moreover, a lot of Vargr states do not have the funds to finance large starships. Vargr corsairs the size of the 10,000-30,000 ton designs in "The Rebellion Sourcebook" should be a rare sight, especially if they come from balkanized worlds. The Imperial Admirals along the Vargr frontier are more likely to run into a hornet's nest of type VP corsairs.

Like their robots, Vargr ships may, and often do, contain components manufactured on many worlds with varying tech levels. One possible method of simulating this might be to roll one die as follows for each of the ten systems on board (hull, power, loco, common, sensors, weapons, screens, life support, controls and miscellaneous):

1	= Design TL - 2
2	= Design TL - 1
3-4	= Design TL
5	= Design TL + 1
6	= Design TL + 2

7. Vega: These ships are a lot like their human counterparts, but the dry, 0.5 G environment of Muan Gwi will make a difference in life support requirements. One way to simulate this would be to double the power consumption of the inertial compensators and halving the power consumption of grav plates.

In JTAS #20 there was a proposal for an antimatter particle accelerator (called an A-PAWs or V-gun for short). Not long after that Ed Edwards and Craig



Sheeley did a series of articles in "The Imperium Stable" on how a fleet composed of 48 medium-sized cruisers and 1 megadreadnought with a V-gun would serve as an excellent defensive system, bringing an end to the old "battleships vs battleriders" controversy. They then went on and proposed distributing nine such fleets along the Solomani frontier. For those who don't have JTAS #20, here are the rules for the V-gun, modified to be compatible with MegaTraveller:

TL	Power	Volume	Weight	Price MCr
15	750000	2700000	600000	300000
16	375000	1350000	300000	150000
17	175000	675000	150000	75000
18	125000	270000	60000	30000

Threat the V-gun as a type T particle accelerator to determine the chances of hitting a target. If a ship is hit, the only screen that can save it are a black globe, white globe, or a proton screen. If the target has none of the above, or if all of those screens are penetrated, the target is BONE (the "V" in V-gun stands for vaporize"). To penetrate the screens, roll a 10-sided die for a black globe generators and a 6 sided die for each white globe and proton screen. If any of those die rolls are less than or equal to the screen's factor number, the deadly anti-particles have been stopped. A sufficient number of hits on a planetary surface (the JTAS #20 article proposes 1 per hex for a vacuum world, twice as many if an atmosphere is present) can turn a world into an asteroid belt.

Notes: The A-PAWS is a widely known variant, but not an official part of the MegaTraveller universe at this time. Each referee must decide for himself whether to allow the A-PAWS in his campaign. For my own campaign I am proposing that the plan to patrol the Solomani frontier with MNDs was partially complete when the Rebellion started. In this case, one megadreadnought was completed in 1113, and it was used at first to patrol the Banasdan & Arcturus subsectors. It came under control of Vega in 1117, and was destroyed by the Solomani at some time between 1117 and 1119, because any ship with a V-gun automatically becomes a primary target for the enemy to take out. (A "Sink-the-Bismark" type mission to destroy the MND would make a good TPA for Solomani characters.) A second MND was scheduled for completion in 1118, but raids on Imperial shipyards may delay or prevent completion altogether. If you want to use the A-PAWS, there is a design for the MND included in my HIMS pub on ship designs (plug, plug).

### III. Planetary Defenses

Because of the open/closed planet rule, defenses of planetary surfaces will be a rare sight, but some local governments will be security conscious/paranoid enough to have them. Usually this means deep meson guns, laser and missile batteries. In addition to shooting orbiting targets, they are useful as point defenses, picking off incoming missiles. If they are present, use the planetary TL to determine what is available, and provide enough computers and control panels to operate everything. It is usually not necessary to buy a separate power plant if the needed energy can be diverted from non-essential civilian services. Up to 10% of a world's revenue may be spent on planetary defenses rather than SDB's. When resolving attacks between ships and planetary defenses, treat the planet as a huge configuration-5 target (8 or 9 for asteroids) with no agility and a size DM of -3. 45% of the planetary defense batteries may bear on a target at far orbit range, and 25 if the targets altitude is less than 50,000 km — targets beyond 500,000 km are out of range. To hit a target on the ground, the attacking player must state he is aiming for one before rolling; otherwise his

shots will hit oceans, mountains, etc, and generally have no effect on the defender. Treat surface defenses as having armor equivalent to 5 x the local TL, whether it is crystaliron shields, sandbags, or whatever. In any case the only thing that can put a deep meson gun out of action, short of blowing up the planet, is to hit it with another meson gun. See pg. 72-73 of "COACC" for more rules on ground-to-orbit combat.

It is also possible to protect planetary targets with passive defenses like nuclear dampers or meson screens — use the volume of the area protected to determine energy costs, if necessary. A planet protected by a black globe is absurd.

### IV. Orbital Bombardment

So far, most of the factions in the Rebellion have observed the open/closed planet rule, making this section unnecessary. There have been exceptions, though, like pirates from outside the Imperium, the Brinn, and Lucan's admiral who would rather destroy a planet than let Dulinor have it, so here is how to simulate events like that.

To start with, I am borrowing a table from "Fifth Frontier War" to simulated the effects of bombardment on planetside troops:

Die Roll	Total Bombardment Factor									
	1	3	6	12	18	24	30	36	42	48
-2	20	30	30	40	40	50	50	50	50	50
-1	20	20	30	30	40	40	50	50	50	50
0	10	20	20	30	30	40	40	50	50	50
1	10	10	20	20	30	30	40	40	50	50
2	-	10	10	20	20	30	30	40	40	50
3	-	-	10	10	20	20	30	30	40	40
4	-	-	-	10	10	20	20	30	30	40
5	-	-	-	-	10	10	20	20	30	30
6	-	-	-	-	-	10	10	20	20	30
7	-	-	-	-	-	-	10	10	20	20
8	-	-	-	-	-	-	-	10	10	20

#### Die Modifiers

TL	Modifier	Atmosphere	Modifier
15+	+2	breathable	0
13-14	0	tainted/hostile	-1
11-12	-1	vacuum	-2
9-10	-2		
8-	-3		

For example, a 30-factor attack on a TL 13 world with a tainted atmosphere will eliminate 20% of the local troops on a die roll of 5; for more attacks like that will leave the world defenseless. Approximately 4,000 HE missiles equal one bombardment factor; 1 hit by nuclear missiles, antimatter missiles or spinal mount weapons counts as 20 HE missile hits when figuring the total bombardment factors. Particle accelerators cannot be used if the planet has an atmosphere.

Civilians may be hit by bombardment of military targets. When using HE missiles there are rarely enough civilian casualties to bother counting them, but it is another story with the other weapons mentioned above. If the attacking player does not specifically say he is aiming for a planet's cities, roll the planet's population level or less for them to be hit anyway. For simplicity's sake, let's assume each hit by nuclear/antimatter missiles or by spinal mount weapons causes 100,000 civilian casualties, with double or triple results if the atmosphere is not breathable. Really heavy bombardment will cause fallout, 1-6 years of nuclear winters, and temporary or permanent changes in the planet's albedo.

If a planet's population level is 5 or less, any bombardment will automatically eliminate the starport.

On more crowded planets there will be many starports of different grades of quality, so every time population is reduced one level by bombardment (level 8 or 7, for instances), reduced the quality of the main starport by one better, like from type A to type B. Reducing a type A, B, or C starport will also lower the tech level accordingly. Finally, such a calamity may cause a revolution the ground, with changes in the planetary government & law level, but that's beyond the scope of this paper.

If there is a planetoid belt in the system, planetoid can be used as a cheap, clean substitute for nukes. If this is done, let the referee figure out how long it takes to get the "flying rocks" to the target, how many ships are needed to move them, and how much damage is caused by a planetoid of a given size moving at a given speed.

Sometimes an attacker will just blockade a world from outside contact, rather than pound it into a radioactive wasteland. This won't affect worlds with a type D, E, or X starport much — they're largely self-sufficient to begin with — but the technology of more advanced worlds will suffer greatly. For every year in which a planet is under siege, roll the population level or less to avoid losing a tech level. If the tech level drops below the level needed to sustain life (7 on vacuum worlds, 5 in hostile atmosphere, and 3 in tainted atmospheres), the entire planetary population may die.

#### V. Picking Up the Pieces

After a planetary battle, tech levels lost by bombardments/sieges will be recovered at a rate of 1-6 years per TL, assuming there were not permanent changes like a destroyed starport. In no case will a world's TL exceed its 1116 value until the post-1125 era.

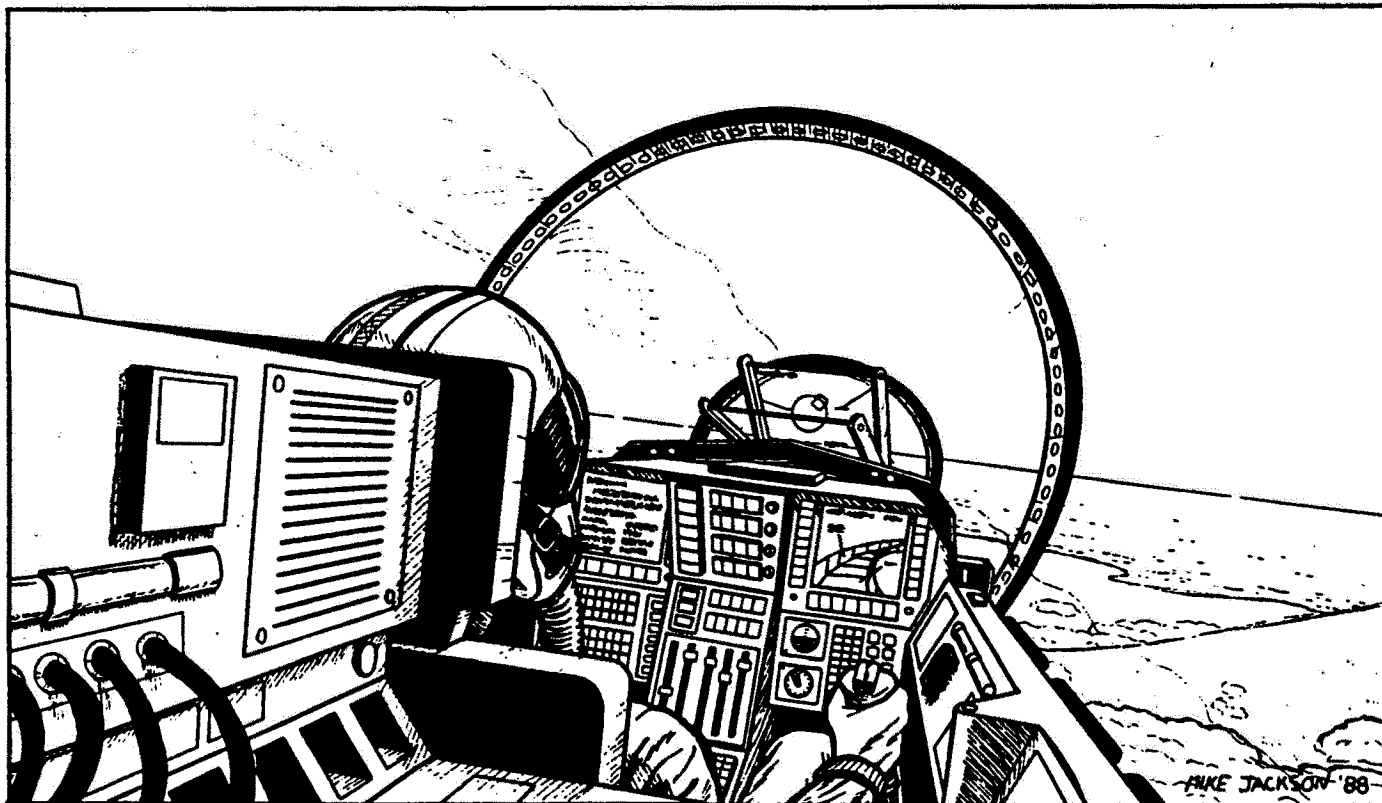
New starports may be built at a price of Cr (600,000 \* the population level \* the quality rating). The

quality rating equals 1 for a type E starport, 2 for a type D, 3 for a type C, 4 for a type B, and 5 for a type A. On high population worlds, there must be at least one port for every 5 billion people. Starports on barren worlds cost the same as those for population level 1 worlds.

The above prices are just for the planetside complex. Type A-C ports (and sometimes D) require an orbital complex as well. It is beyond the scope of this article to figure out the cost of every feature in a space station, so use the articles on orbital colonies in JTAS#23 or TD#1 to figure out the price for them.

It is not possible to save credits by upgrading an existing starport; in most cases when a new starport is build, the old one is kept in use for local traffic or special occasions. Examples of this behavior include Fisher's World in High Passage #5 and Shudusham in TD#8.

The 548-week waiting period mention for use of captured shipyard on page 38 of TCS should only be used in the Rebellion when an Imperial shipyard is captured by an alien faction, or visa-versa. When one Imperial faction captures the shipyard of another (e.g., Antares vs. Lucan), it can be used to both build and repair ships after just 24 weeks of retooling. This reflects the fact that all Imperial factions start out it the same kind of equipment to begin with. After 1125, however, it will be a different story. By then changing tech levels, new ship designs, etc. will have significantly altered the composition of each fleet, making every faction's vehicles and shipyards incompatible with those of other factions. In that age any shipyard captured by another faction will require the full 548 weeks of retooling before it can be put to full use.





# FACTION GOVERNMENTS

By Mike Jackson

Those of you that have not yet noticed, Mike has broken into doing art of Travellers' Digest. His work can be found throughout Digest #16.

This is the first installment of several hierarchies Mike has sent. I expect to space these out over the next few issues. - MM

## 1. The Imperial Government

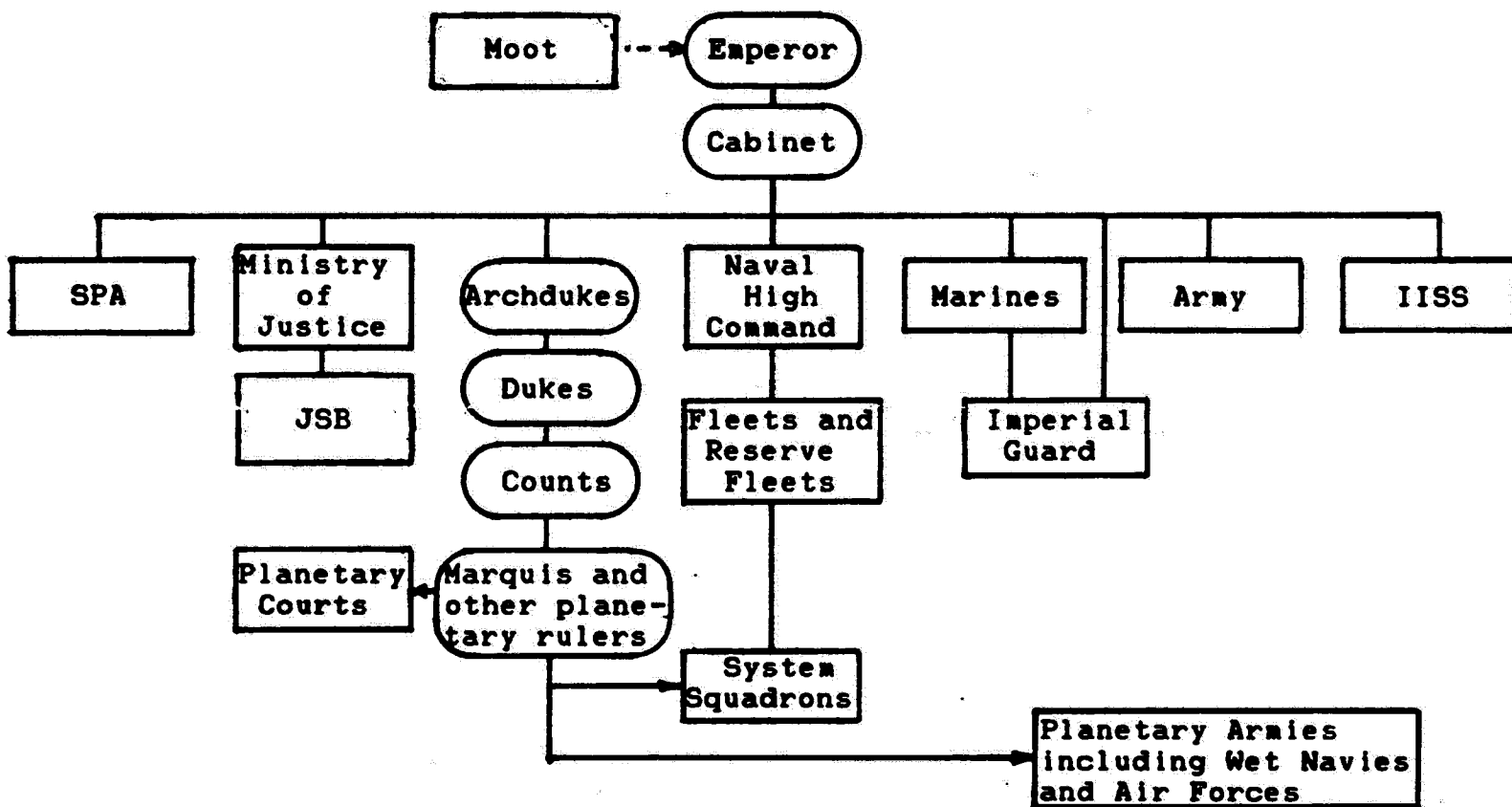


Diagram Notes: Squares represent organizations or services. Elipses represent individuals and their supporting beaucracy. SPA: Starport Authority - administers all starports. Ministry of Justice - deals with High Justice crimes (treason, genocide, etc) and dictations general Imperial legal policy. JSB - The Ministry of Justice Special Branch, the Imperium's Secret Service. Cabinet - The Emperor's advisors and ministers. There are some fifty ministers, all nobles from the Moot. Examples are minister of defense, minister of external affaris, minister of transport, etc. For more details, see "Imperial Government," Third Imperial #8.

## 2. Lucan's Imperium

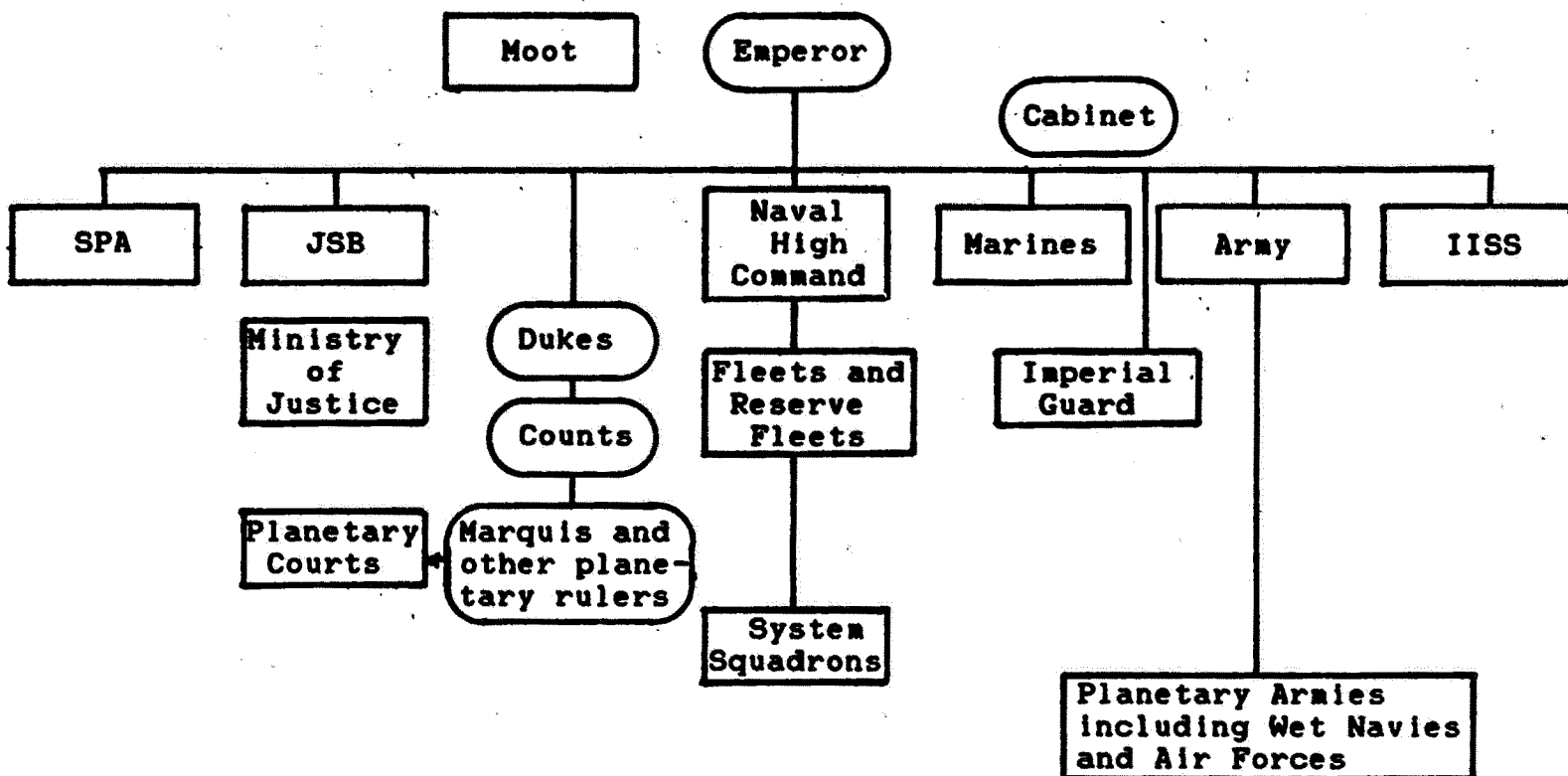


Diagram Notes: Officially, the government still functions as in table 1. This represents the actual state of government. Lucan has centralized control, directly as much as possible.

## 3. Domain of Deneb

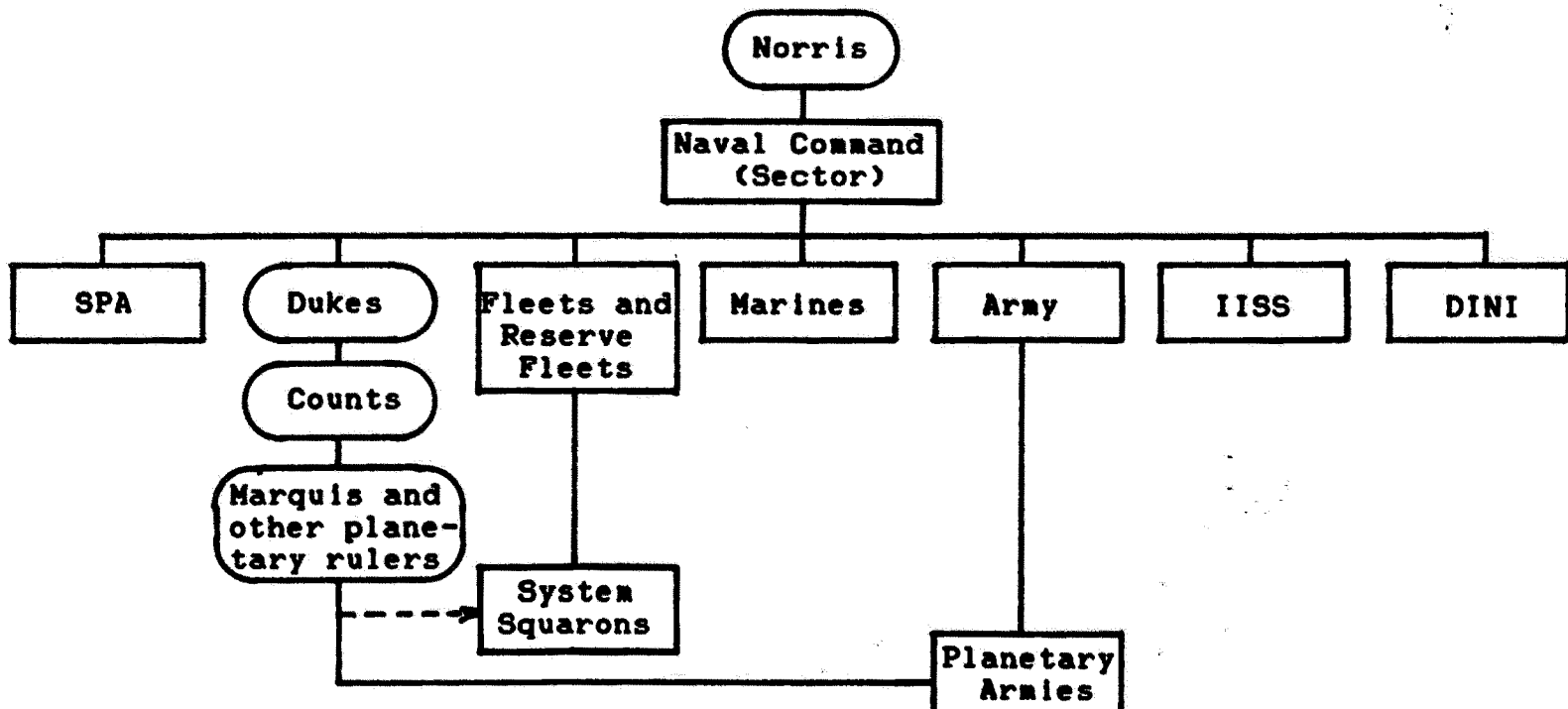


Diagram Notes: Norris' government is similar to wartime government, all under Naval control.

# VOYAGES

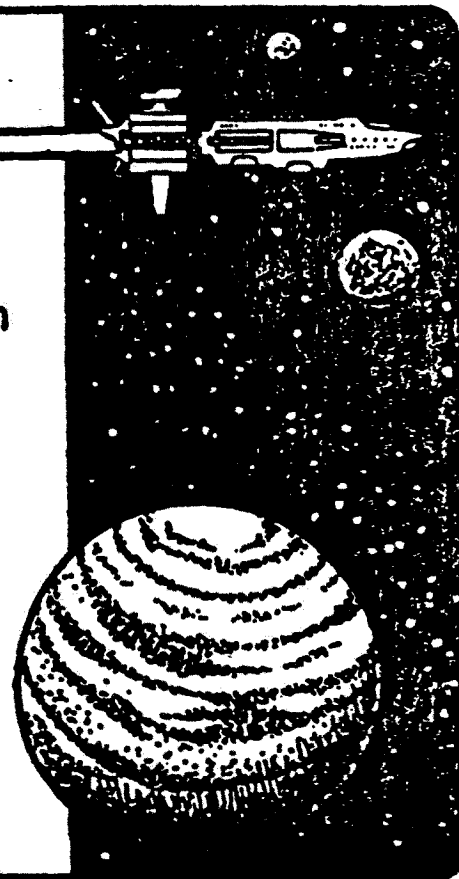
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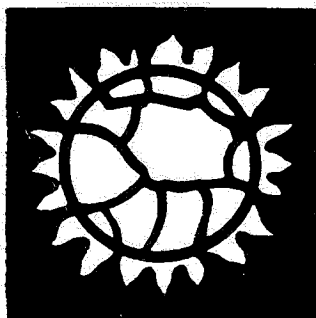
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